"***Kraken ahead***!", the grizzled captain shouted. "Turn to starboard and all hands ready!" The helmsman wrenched the wheel to align cannons with the hulking beast. Zemo narrowed his gaze and swore an oath under his breath. "By the Trident of Pozeidus, either man or monster dies this day..."

Across the treacherous waters of the Great Ocean sails Captain Zemo in his ship the *Tritus.* Armed with cannon, crew, and a daring spirit, join Zemo on a journey for fame, adventure, and buried treasure. Will you guide the *Tritus* to glory or a watery grave?

Number of Players: 1
Time to Play: About 20 minutes
Components: Rule book, maps, Zemo's Log, 4 or more 6-sided dice, and a pencil

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## Map

A **map** contains a grid with many **features** in its squares (sea monsters, towns, storms, etc.) Numbers across the top and side of the map indicate starting columns and rows used during game setup.

## Zemo's Log

The **log** allows you to track **resources**. When you use a resource or take damage, **spend** resource points by marking off the appropriate number of circles. If a resource has no unmarked circles, then it cannot be spent. You begin the game with the given points in each resource on the log.

► **Sail, Hull, Crew**: Spent when taking damage.
► **Cannon**: Spent to attack during combat.
► **Command**: Spent to reroll movement or combat dice.
► **Gold**: Spent to gain resources in towns.

When you gain a resource point, draw a new circle in that resource's area. Alternatively, you may erase a circle's mark to gain a point. Each resource has a maximum number of points you may have at any single time as indicated on the log.

The log also allows you to track your **victory points (VPs)** as well as **features** on the grid that you have visited using circles that can be marked off. Note that maps may have fewer features than the number of circles on the log.

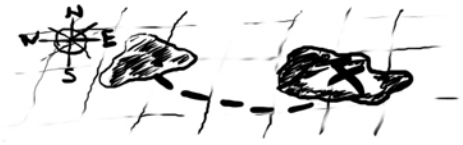
The **danger track** has circles that are marked off during movement and after combat. The first unmarked number on the track indicates the strength of the next enemy you combat. If you mark off a circle with a resource icon or VP value, gain a point of that resource or VPs. If you mark off the skull icon, you lose the game.

## Setup

1. Select a map and roll 2 dice choosing one result as a row and one as a column. You may choose to reroll as long as the row and column are equal. Find and note the starting square on the map with those coordinates.
2. Select a **motive** on Zemo's Log (Adventurer, Protector, or Pillager) and circle its name. Motives grant you special abilities (see Moving and Resolving Squares) and will determine how victory points (VPs) are earned (see Scoring).

## Ending the Game

The game ends immediately if:
► You spend the last point of sail, crew, or hull. Score 0.
► You cannot move without intersecting the movement path or moving into a previously entered square. Score 0.
► You mark off the skull on the danger track. Score 0.
► You choose to take no more turns or the 15th turn has ended. Tally your score (see Scoring).




## Playing the Game

The game is played in turns. A turn has these steps:
1. Write the turn number by your current square.
2. Roll 4 dice and use them to draw lines to extend the movement path (see Moving).
3. After drawing the lines, resolve the new squares in the order you moved into them (see Resolving Squares).

## Moving

After rolling, you may spend 1 command to reroll **all** of the dice. You may repeat this as long as you have command to spend. Then resolve each die in any order.

► **If your motive is Adventurer:** Once per turn you may reroll movement dice without spending command.

As you move, draw a line on the map from the center of your current square to the center of the next square you enter. In this way, the path will grow with each turn.

- Mark off the next circle of the Danger track. If you mark off a resource icon, gain a point of the resource.
- Move one square in any diagonal direction.
- Move two squares in any one diagonal direction.
- Move one square in any orthogonal direction.
- Move one square in any direction.
- Move two squares in any one orthogonal direction.

Note that resolving 3s and 6s moves you into 2 squares (you do not "skip" a square). If you would move into a square you previously moved into or if you would intersect any part of the path, the game immediately ends.

You may not use a die to move off the edge of the grid or into impassable terrain (see Resolving Squares).

# Resolving Squares

After resolving a square, mark off the next unmarked circle (if one exists) on the log for the square's feature

**Giant Crab**

**Sea Dragon**

**Kraken**

► Resolving these features requires combat (see Combat).

**Pirate Ship**

► Resolving a Pirate Ship requires combat (see Combat).

► **If your motive is Pillager:** You may gain 1 crew and 1 gold **after** resolving combat with a Pirate Ship.

**Navy Ship**

► Resolving a Navy Ship requires combat (see Combat).

► **If your motive is Protector:** You may gain 1 cannon **instead** of resolving combat with a Navy Ship.

**Town**

► Towns allow you to spend 1 gold to regain a spent sail, hull, crew, or cannon (but **not** command) point. You may repeat this as long as you have gold to spend.

► **If your motive is Pillager:** When moving into a town you may optionally sack it **instead** of buying resources. To sack a town, resolve combat. Then mark the next unmarked sacked town circle in the Pillager VP box. Do not mark a normal town circle.

► After buying resources or sacking a town, gain up to the maximum number of command points.

**Storm**

**Rough Water**

**Whirlpool**

► To resolve these features, spend 1 point of each resource indicated in the Damage column of the log. If the feature has no unmarked circles, you must still take the indicated damage.

► If you must spend command for damage, but have no points, then ignore the command damage. Do not mark the feature's circle in this case.

**Treasure Island**

► To resolve this feature, gain 4 gold.

**Impassable Terrain**

► You may not move into impassable terrain.

# Combat

To resolve combat with an enemy feature (Giant Crab, Pirate Ship, sacked town, etc.) follow these steps:

1. Find the next unmarked number on the danger track. That number is the enemy's **strength**. Also note the **damage resource(s)** in the enemy's Damage column.
2. Mark off any number of cannon points (including 0). That will be the number of attack dice you will roll.
3. Roll your attack dice. Their sum is the **attack result**.
4. You may spend 1 command point to reroll **all** of the dice. You may repeat this as long as you have command points.
5. If the attack result is less than the enemy strength, you must spend points of the damage resource(s) to add to the attack result (+1 per point). If multiple resources are shown, you may choose any or all of the resources. You must spend as many points as possible to equal the enemy strength.
6. Compare the attack result to the enemy strength. If the attack result is equal or higher, mark off the enemy circle in the log. Also mark off the next circle in the danger track. The combat is resolved. If you have spent all sail, hull, or crew points, or if you have marked off the skull circle on the danger track, then you have lost the game.

# Scoring

In the log, find the column corresponding to the motive you chose during setup. That column determines how many victory points each type of feature is worth. Find the first **unmarked** multiplier for each feature type and multiply by the motive's VP for that feature. Then sum those scores for your total score.

Your selected motive may also grant you extra VPs as shown in each motive's individual VP box on the log.

► An Adventurer gains VPs for each complete set of 1 whirlpool, 1 rough seas, and 1 storm features that are marked off on the log.

► A Protector gains VPs for each set of any 3 enemies (giant crab, sea dragon, kraken, and/or pirate ship **but not navy ship**) features that are marked off on the log.

► A Pillager gains VPs for sacking towns. Mark off the next unmarked circle in the Pillager VP box after combat with a town is resolved. A Pillager also gains VPs equal to the remaining gold, crew, and command points.

Total your score to determine your new title:

0-40: Cabin Boy
41-55: Deckhand
56-70: First Mate
71-85: Captain
86+: Admiral of the Seas

# Zemo's Log

| | Adventurer VPs | Protector VPs | Pillager VPs | | | | | | | | VPs | Damage |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 4 | 6 | 3 | | x0 | x1 | x3 | x4 | x5 | x6 | | |
| | 6 | 8 | 5 | | x0 | x1 | x2 | x3 | x4 | x5 | | |
| | 7 | 9 | 6 | | x0 | x0 | x4 | x5 | x6 | x7 | | |
| (A) | 4 | 7 | 7 | | x0 | x1 | x2 | x3 | x4 | x5 | | or |
| (B) | 1 | 1 | 8 | | x0 | x1 | x2 | x3 | x4 | x5 | | or |
| (C) | 1 | 3 | 1 | | x0 | x1 | x2 | x3 | x4 | x5 | | |
| (D) | 5 | 1 | 0 | | x0 | x1 | x2 | x3 | x4 | x5 | | |
| | 1 | 1 | 1 | | x0 | x1 | x2 | x4 | x5 | x6 | | and |
| | 1 | 1 | 1 | | x0 | x1 | x2 | x4 | x5 | x6 | | and |
| | 1 | 1 | 1 | | x0 | x1 | x2 | x4 | x5 | x6 | | and |
| | | | | **Motive / Danger VPs** | | | | | | | | |
| | | | | **Total** | | | | | | | | |

(A) Pillagers may gain 1 crew and 1 gold after resolving combat with pirates
(B) Protectors may gain 1 cannon instead of resolving combat (cross off circle normally)
(C) Pillagers may combat a town instead of buying resources (see Pillager VP box)
(D) Gain 4 gold when resolving treasure islands

## Motive VPs

**Adventurer** — Each set ➡ +10 VPs = ☐

**Protector** — Each set of 3 (all the same or mixed) ➡ +10 VPs = ☐

**Pillager** — VPs 10 SACKED! x0 x1 x2 x4 Damage = ☐

+ + = ☐

## Movement

Mark off the next danger track circle

One square

Two squares (same direction)

One square

One square

Two squares (same direction)

## Danger

7 — 9 — 10 — 11 — 12 — 13 — 14 — +10 VPs — 15

## Resources

**Sail** (max 4)

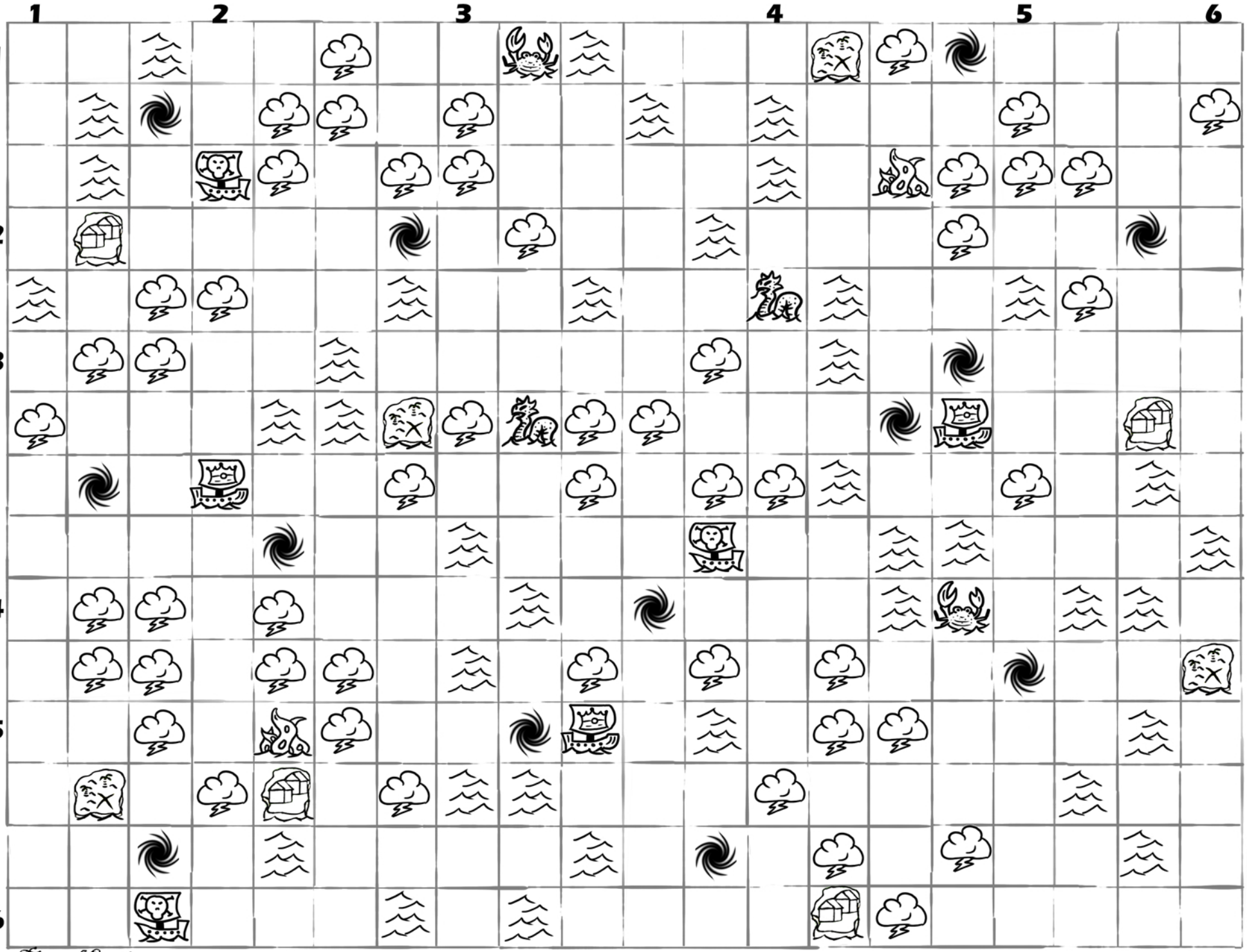
**Hull** (max 5)

**Crew** (max 6)

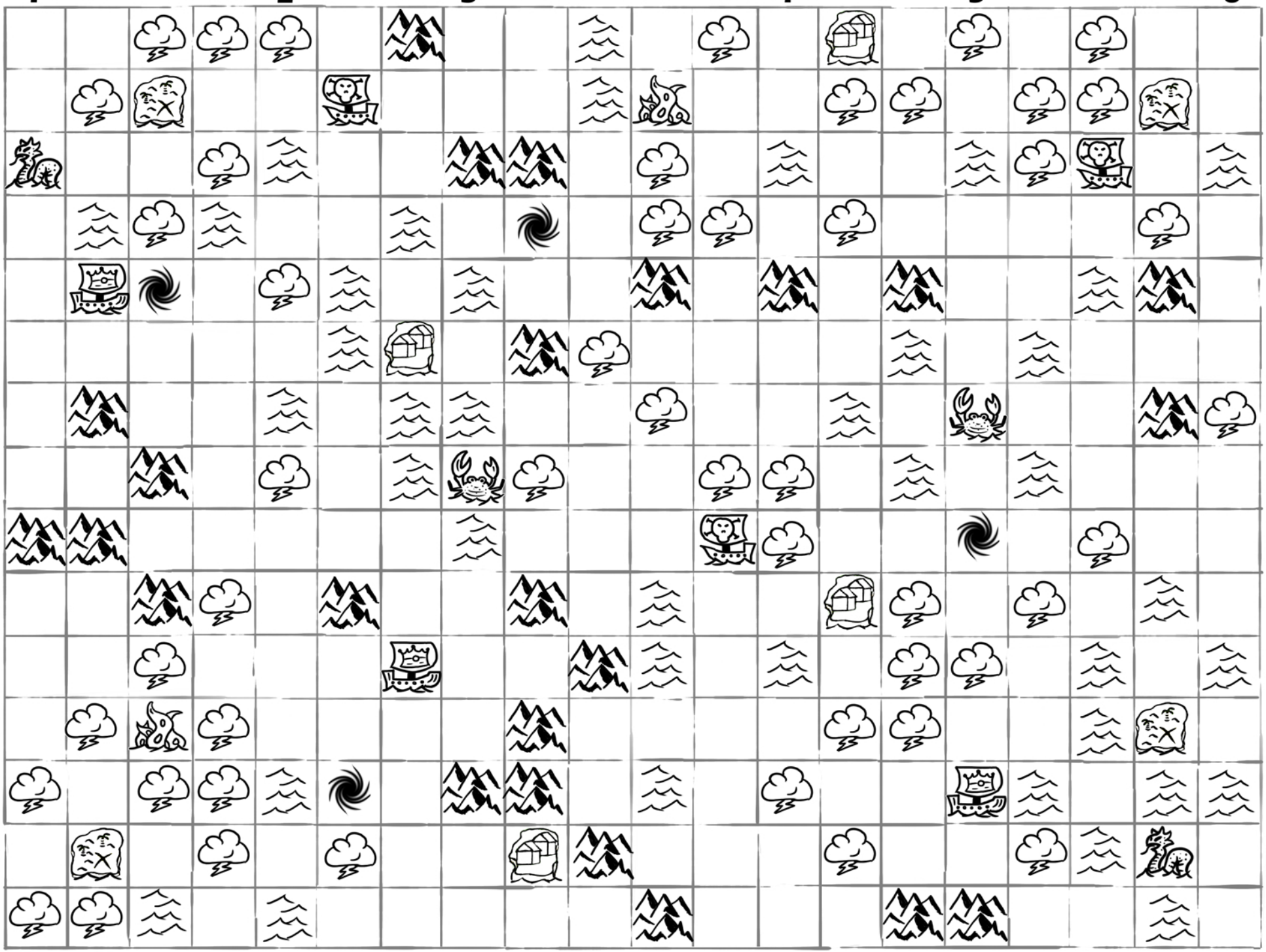
**Cannon** (max 7)

**Command** (max 3)

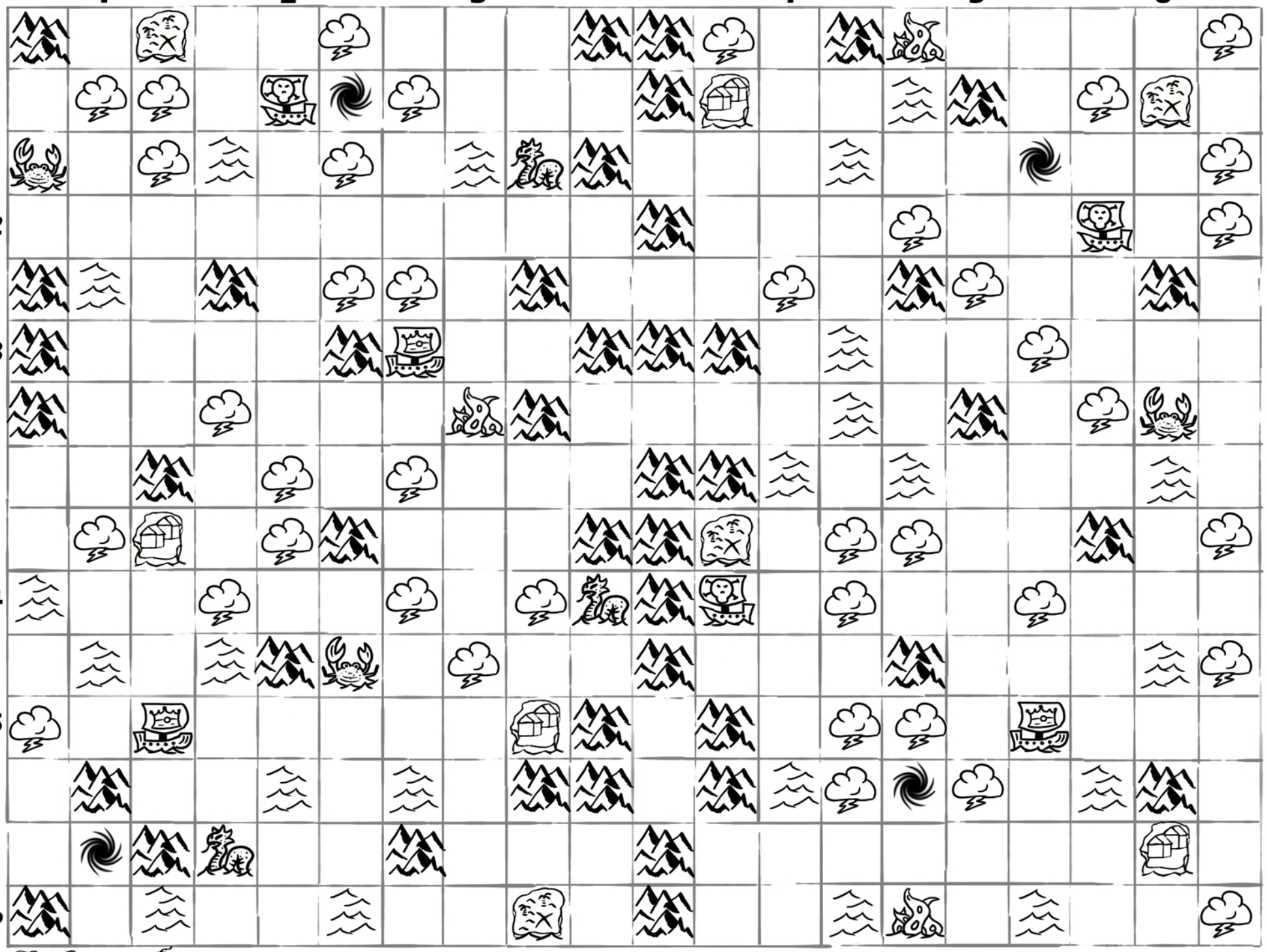
**Gold** (max ∞)




*Easy Sailing*




*Corner Treasures*




*The Oceanic Divide*